

Dale Disharoon

HICKORY DICKORY

APX-10071 APX-20071

HICKORY DICKORY

by

Dale Disharoon

Program and Manual Contents © 1981 Dale Disharoon

Copyright and right to make backup copies. On receipt of this computer program and associated documentation (the software), the author grants you a nonexclusive license to execute the enclosed software and to make backup or archival copies of the computer program for your personal use only, and only on the condition that all copies are conspicuously marked with the same copyright notices that appear on the original. This software is copyrighted. You are prohibited from reproducing, translating, or distributing this software in any unauthorized manner.

TRADEMARKS OF ATARI

The following are trademarks of Atari, Inc.

ATARI®
ATARI 400™ Home Computer
ATARI 800™ Home Computer
ATARI 410™ Program Recorder
ATARI 810™ Disk Drive
ATARI 820™ 40-Column Printer
ATARI 822™ Thermal Printer
ATARI 825™ 80-Column Printer
ATARI 830™ Acoustic Modem
ATARI 850™ Interface Module

Distributed by

The ATARI Program Exchange
P. O. Box 427
155 Moffett Park Drive, B-1
Sunnyvale, CA 94086

To request an APX Software Catalog, write to the address above, or call toll-free:

800/538-1862 (outside California)
800/672-1850 (within California)

Or call our Sales number, 408/745-5535.

INTRODUCTION

OVERVIEW

Teachers in grades kindergarten through sixth have used HICKORY DICKORY to teach "telling time." A student or teacher selects one of six skill levels and the number of examples to work through. The skill levels let children of many ages and stages of development use HICKORY DICKORY. For each example, the program draws a standard clock face in high-resolution graphics with the hour and minute hands set according to the chosen skill level. Students can enter the correct time either with a joystick controller or using the number keys on the computer keyboard. The program displays a hint following incorrect responses, and it moves on to a new example only after the student correctly answers the current example. The student's score displays after each example and at the end of the session.

REQUIRED ACCESSORIES

Cassette version

16K RAM

ATARI 410 Program Recorder

Diskette version

24K RAM

ATARI 810 Disk Drive

ATARI BASIC Language Cartridge

OPTIONAL ACCESSORIES

One ATARI Joystick Controller

CONTACTING THE AUTHOR

Users wishing to contact the author about HICKORY DICKORY may write to him at:

Box 215
Manchester, CA 95459

or call him at:

707/882-2477

GETTING STARTED

LOADING HICKORY DICKORY INTO COMPUTER MEMORY

1. If you plan to use the joystick controller, plug the joystick into the first (leftmost) controller jack at the front of your computer console.
2. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.
3. If you have the cassette version of HICKORY DICKORY:
 - a. Turn on your TV set.
 - b. Turn on your computer and connect your program recorder to the computer and to a wall outlet.
 - c. Slide the HICKORY DICKORY cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.
 - d. Type CLOAD on your computer and then press the RETURN key two times. The tape will load into computer memory.
 - e. After the tape finishes loading, the word READY will display on your TV screen. Type RUN and press the RETURN key. The first display screen will appear on your TV screen.

If you have the diskette version of HICKORY DICKORY:

- a. Turn on your disk drive.
- b. When the BUSY light goes out, open the disk drive door and insert the HICKORY DICKORY diskette with the label in the lower right-hand corner nearest to you. Close the door.
- c. Turn on your computer and TV set.
- d. When the READY prompt displays on your TV screen, type RUN "D:HICKORY" and press the RETURN key. If you're using more than one disk drive, remember to follow the device initial (D) with the number of the drive containing the HICKORY DICKORY diskette (e.g., RUN "D2:HICKORY" for disk drive two). The program will load into computer memory and start.

THE FIRST DISPLAY SCREEN

After the program loads into computer memory, the screen fills with the word "CLOCK" and the "Hickory Dickory" tune plays.

SELECTING YOUR OPTIONS

Entering answers using the keyboard or a joystick

After the tune ends, you first choose whether to enter your answers using keys on the computer keyboard or using a joystick controller. Press the SELECT key until your preferred method flashes (KEYBOARD or JOYSTICK), and then press the START key. If you're using the joystick, hold it so that that red trigger button is at your upper left, toward the TV screen.

Choosing a skill level

After you press the START key, the skill level selection menu appears on your TV screen. The menu looks like this:

```
      * MENU *  
  
      1 - HOURS  
      2 - HALF HOURS  
      3 - 15 MINUTES  
      4 - TEN MINUTES  
      5 - FIVE MINUTES  
      6 - MINUTES
```

Figure 1 Skill Level Menu

The selections are in order from easiest to most difficult:

Level 1

Examples are exact hours

Level 2

Examples are exact hours or half hours

Level 3

Examples are hours and all 15-minute intervals

Level 4

Examples are hours and all 10-minute intervals

Level 5

Examples are hours and all 5-minute intervals

Level 6

Examples are all possible minutes (00-59)

If you chose the keyboard option, then choose a skill level by pressing the number in the top row of the keyboard matching your preferred skill level (pressing the RETURN key isn't necessary). If you chose the joystick option, then choose a skill level by moving your joystick forward or backward until the flashing "X" is next to your preferred skill level, and then press the red trigger button.

Specifying the number of examples

The program then asks you how many examples you'd like to work through. You may do as few as two or as many as a hundred. For the keyboard version, enter your choice by typing the number and pressing the RETURN key. For the joystick version, push your joystick forward or backward until your preferred number displays and then press the red trigger button.

USING HICKORY DICKORY

INTRODUCTION

For each example in HICKORY DICKORY, the program draws the minute marks and numbers of a clock face on your TV screen. It sets the hour and minute hands randomly, but the setting is always within your chosen skill level. For example, if you chose level 1 (hours only), then all the examples will be exact hours. If you chose level 6, then the setting can be any hour and minute combination.

What happens next depends on whether you chose the joystick version or the keyboard version.

USING THE JOYSTICK VERSION

The program displays the words

WHAT TIME IS IT?

at the bottom of the screen. You'll also see three zeros separated by a colon:

0:00

By pushing your joystick controller forward, toward the TV screen, the hour display (to the left of the colon) will move from 1 through 12. Pulling back, on the joystick, toward yourself, moves the hour display backwards from 12 to 1.

Set the hour as you want it and then push your joystick to the right to set the minutes. Change the minute value (the two zeros to the right of the colon) in the same way you changed the hour. Move the minutes forward, from 00 through 59, by pushing the joystick forward and move them backward, from 59 to 00, by pushing the joystick backward.

You may switch back and forth from minutes to hours by pushing your joystick to the left or the right.

When your "digital display" matches the time on the clock, press the red trigger button. If your answer is correct, the clock ticks, your score displays, and the program goes on to another example. If your answer is incorrect, the clock flashes and buzzes, a hint displays, and you try again. The program goes on to another example only after you answer the current one correctly.

You can stop the program whenever you want and return to the skill level menu by pressing the START key.

USING THE KEYBOARD VERSION

The words:

THE TIME IS?

display at the bottom of the TV screen, beneath the clock. Decide what time you think the clock is showing and type in your answer using the number keys at the top of the computer keyboard. For each example, enter the hour, a colon, and the minutes. Be sure to type in the colon between the hours and the minutes (type a colon by pressing the SHIFT key and the ":/;" key at the same time). Always include the two zeros (00) for the minute value of exact hours. For example, if the clock shows twelve o'clock, then enter your answer as:

12:00

If the minutes are less than 10, be sure to include the first zero between the colon and the minute. For example, if the clock shows six minutes past four o'clock, then enter your answer as:

4:06

Press the RETURN key each time you finish typing your answer. You can change your answer until you press the RETURN key. To change your answer, back up using the DELETE BACK S key in the top row of keys and then type in your new answer.

If your answer is correct, the clock ticks, your score displays, and the program goes on to another example. If your answer is incorrect, the clock flashes and buzzes, a hint displays, and you should try again. (Reminders. Be sure to enter the colon between the hour and minute values. Also, use the zero key at the top of the keyboard to enter a 0; don't use the capital letter "O".) The program goes on to another example only after you answer the current one correctly.

You can stop the program whenever you want and return to the skill level menu by pressing the letter "Q" (for "quit") in response to the prompt "THE TIME IS?" and then pressing the RETURN key.

SCOREBOARD

After you finish the number of examples you requested, the program displays your final score. For example, if you requested 20 examples and answered 12 correctly and 8 incorrectly, then your score looks like this:

* HICKORY DICKORY *

YOU GOT 12 RIGHT
OUT OF 20 PROBLEMS

PRESS (START/TRIGGER)

This display remains on the screen until you either press the START key (if you're playing the keyboard version) or the red button on your joystick (if you're playing the joystick version). The program then returns to the skill level menu and you may choose a level and the number of examples you want to work through next.

LIMITED WARRANTY ON MEDIA AND HARDWARE ACCESSORIES.

We, Atari, Inc., guarantee to you, the original retail purchaser, that the medium on which the APX program is recorded and any hardware accessories sold by APX are free from defects for thirty days from the date of purchase. Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are also limited to thirty days from the date of purchase. Some states don't allow limitations on a warranty's period, so this limitation might not apply to you. If you discover such a defect within the thirty-day period, call APX for a Return Authorization Number, and then return the product along with proof of purchase date to APX. We will repair or replace the product at our option.

You void this warranty if the APX product: (1) has been misused or shows signs of excessive wear; (2) has been damaged by use with non-ATARI products; or (3) has been serviced or modified by anyone other than an Authorized ATARI Service Center. Incidental and consequential damages are not covered by this warranty or by any implied warranty. Some states don't allow exclusion of incidental or consequential damages, so this exclusion might not apply to you.

DISCLAIMER OF WARRANTY AND LIABILITY ON COMPUTER PROGRAMS.

Most APX programs have been written by people not employed by Atari, Inc. The programs we select for APX offer something of value that we want to make available to ATARI Home Computer owners. To offer these programs to the widest number of people economically, we don't put APX products through rigorous testing. Therefore, APX products are sold "as is", and we do not guarantee them in any way. In particular, we make no warranty, express or implied, including warranties of merchantability and fitness for a particular purpose. We are not liable for any losses or damages of any kind that result from use of an APX product.

ATARI PROGRAM EXCHANGE

REVIEW FORM

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program _____

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate and/or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Useful (non-game software)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

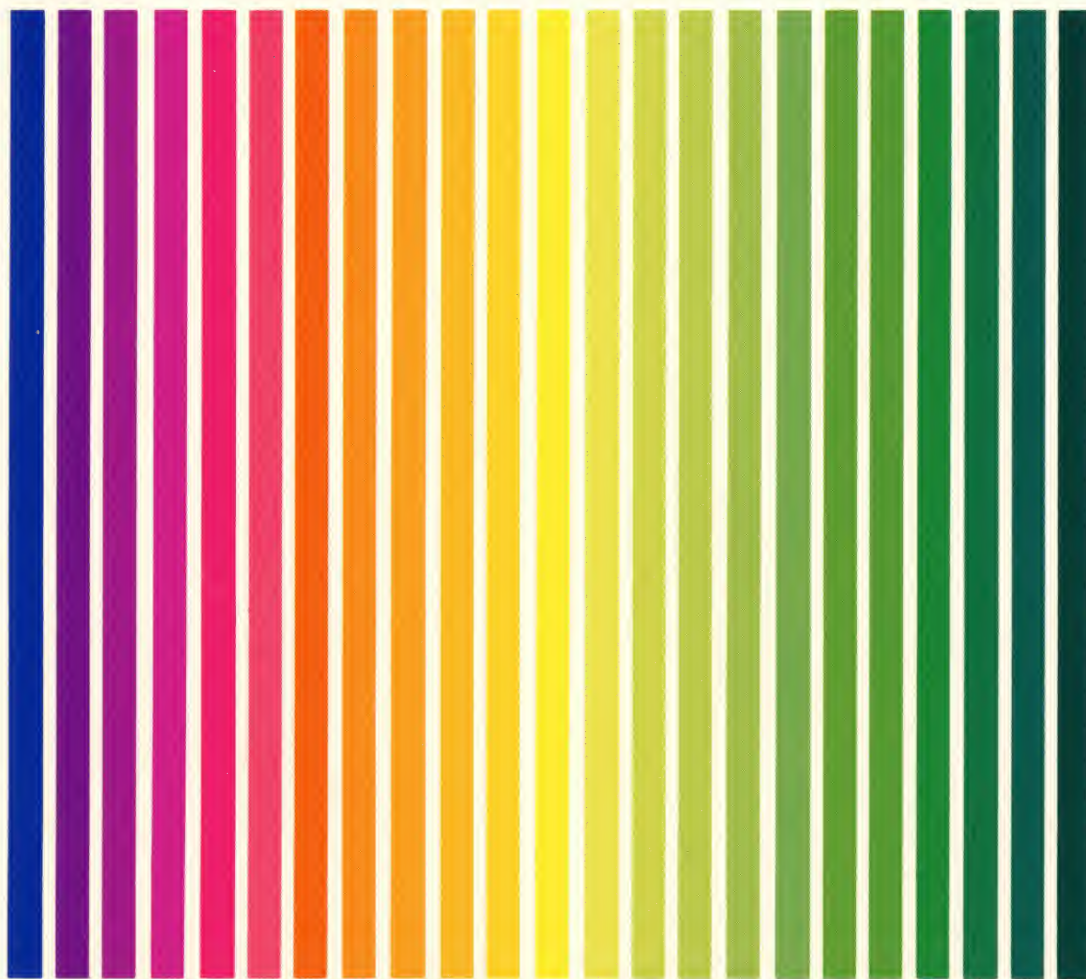
11. Other comments about the software or user instructions:

|-----|
STAMP

ATARI Program Exchange
Attn: Publications Dept.
P.O. Box 50047
60 E. Plumeria Drive
San Jose, CA 95150

[seal here]

APX ATARI® PROGRAM EXCHANGE



Dale Disharoon

HICKORY DICKORY

APX-10071 APX-20071

User-Written Software for ATARI Home Computers

